THE MAGAZINE WITH THE BEST GAMES, COMICS AND CRAFTS

COOL STICKERS!

Disney • PIXAR

THE WORLD OF Cars

NO. 07

THE PISTON CUP... IT'S MINE, DUDE!

WOW!

CHICK HICKS

CARS MAGAZINE 07

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PLAYING WITH CARS

THIS IS THE START GRID OF THIS RACING ISSUE!
ON YOUR MARKS, GET SET, GO!

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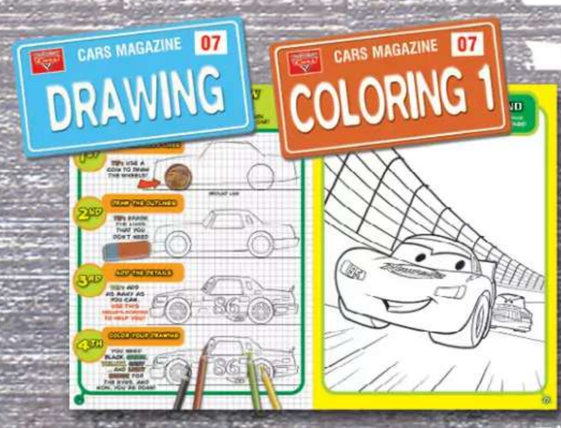

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AND THE FUN GOES ON WITH CARS CARDS!!!

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HELLO!

A STRONG-WILLED CAR

I AM A RACING VETERAN AND AN AGGRESSIVE COMPETITOR. THEY SAY I'M A RUTHLESS CHEATER, BUT ALL I WANT IS TO WIN THE PISTON CUP!

A PICTURE OF ME RACING

MY SYMBOL

MY TEAM

MY RACING NUMBER

Chick Hicks 86

MY DREAM

I WAS COUNTING DOWN THE SEASONS TO THE KING'S RETIREMENT SO THAT I COULD TAKEOVER THE COVETED DINOCO SPONSORSHIP, BUT I NEVER EXPECTED...

MY NIGHTMARE

...THAT HOT-SHOT ROOKIE, LIGHTNING McQUEEN!

GAMES 1

ON THE RACETRACK

DO YOU WANT TO EXPERIENCE THE FEELING OF BEING AT THE SPEEDWAY STADIUM? THEN, PLAY THESE GAMES AND BE FAST!

SOLUTIONS ON **PAGE 33**

GAME 1

WHO HAS MORE FANS? EACH OF THE THREE CHAMPIONS BELOW HAS HIS FANS, AND EACH SUPPORTER GROUP HAS ITS COLOR. COUNT THE COLORED AREAS OF THE STADIUM AND GUESS WHO HAS THE LARGEST NUMBER OF FANS

CHICK HICKS

CHICK HICKS FANS ARE **GREEN**

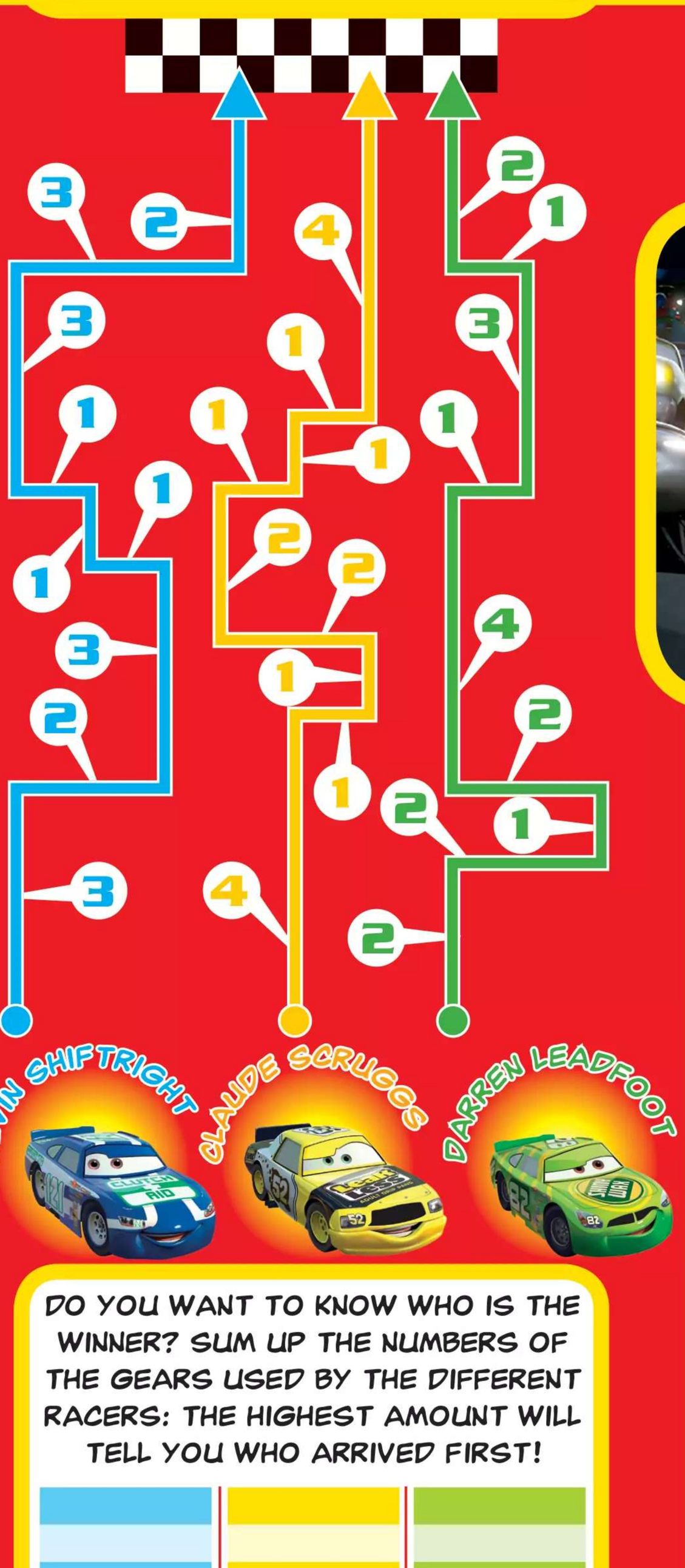
LIGHTNING McQUEEN

McQUEEN'S FANS ARE **RED**

THE KING

THE KING'S FANS ARE **BLUE**

GAME 2



DO YOU WANT TO KNOW WHO IS THE WINNER? SUM UP THE NUMBERS OF THE GEARS USED BY THE DIFFERENT RACERS: THE HIGHEST AMOUNT WILL TELL YOU WHO ARRIVED FIRST!

TOT.	TOT.	TOT.

GAME 3

WHICH OF THESE ANTENNA BALLS CAN YOU BUY FROM BRIAN?

AVAILABLE ○ ○ NOT AVAILABLE

AVAILABLE ○ ○ NOT AVAILABLE

AVAILABLE ○ ○ NOT AVAILABLE

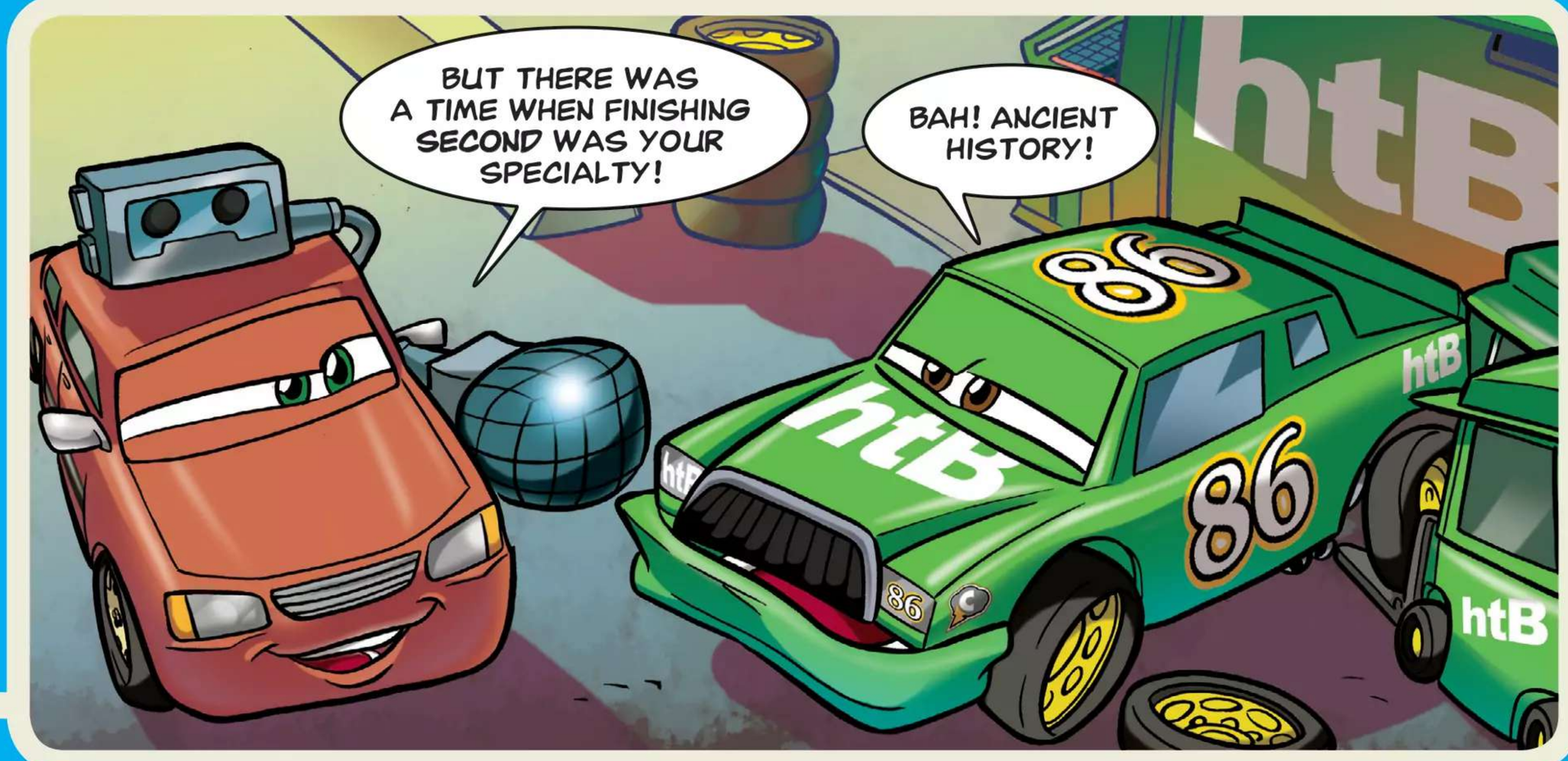
AVAILABLE ○ ○ NOT AVAILABLE

AVAILABLE ○ ○ NOT AVAILABLE

AVAILABLE ○ ○ NOT AVAILABLE

AVAILABLE ○ ○ NOT AVAILABLE

SECOND AGAIN



Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

THE PAST IS THE PAST! FROM NOW ON, I'LL BE SECOND TO NONE!

I'M GONNA QUOTE YOU ON THAT!

I'VE GOT ALL I NEED! THANKS AND GOOD...

HOLD ON, BUDDY!

I WOULDN'T WANT MY INTERVIEW PUBLISHED ALONGSIDE SOME CHUMP'S INTERVIEW!

YOU KNOW, ROOKIES LIKE MCQUEEN...

NO WORRIES! YOU'LL BE IN GOOD COMPANY!

IN THE NEXT ISSUE WE'RE RUNNING A REPORT ON FAMOUS RACETRACKS, AND A SPECIAL ON FERRARIS!

THAT'LL BE JUST FINE! SO LONG!

SKIP RICTER IS A FAMOUS JOURNALIST!

A LOT OF CARS ARE GOING TO READ THAT INTERVIEW!

I DESERVE IT, DON'T I?

THOUGH I ALSO OWE SOMETHING TO ALL OF YOU FOR MY SUCCESS, SO I'LL BE GENEROUS!

I'LL BUY COPIES OF THE MAGAZINE FOR EVERYBODY!

HEE! HEE!

BUT...

SORRY! ALL I HAVE TO SELL YOU ARE SOUVENIRS!

THE MAGAZINES HAVE SOLD OUT!

WHAT?

HOW'D THAT HAPPEN?

ON ACCOUNT OF THE REPORT ON THE FERRARIS!

ONE OF MY CUSTOMERS IS A BIG FERRARI FAN...

...SO HE BOUGHT THEM ALL UP AS GIFTS FOR HIS FRIENDS!

GROAN! I GUESS I'VE FINISHED SECOND AGAIN!

Ferrari

SOUVENIRS

THE END

CHICK HICKS GAMES

THE GREEN CAR IS VERY FAST AND IS NOT EASY TO CATCH EVERY DETAIL OF HIS COACHWORK. PLAY THESE GAMES AND DISCOVER MORE ABOUT CHICK HICKS!

SOLUTIONS ON **PAGE 33**

RIDDLE 1

WHICH OF THESE **DECALS** DON'T BELONG TO CHICK HICKS COACHWORK?

A

☐ YES ☐ NO

B

☐ YES ☐ NO

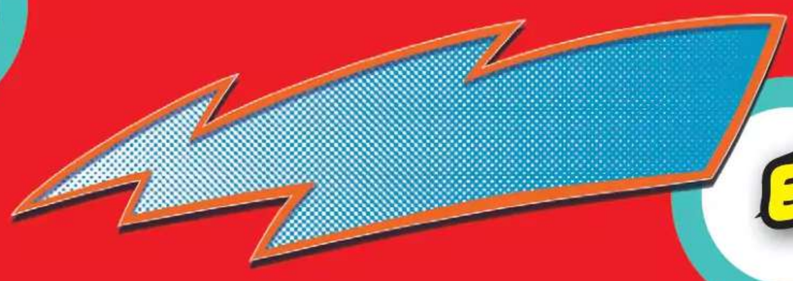
C

☐ YES ☐ NO

D

☐ YES ☐ NO

E



☐ YES ☐ NO

F

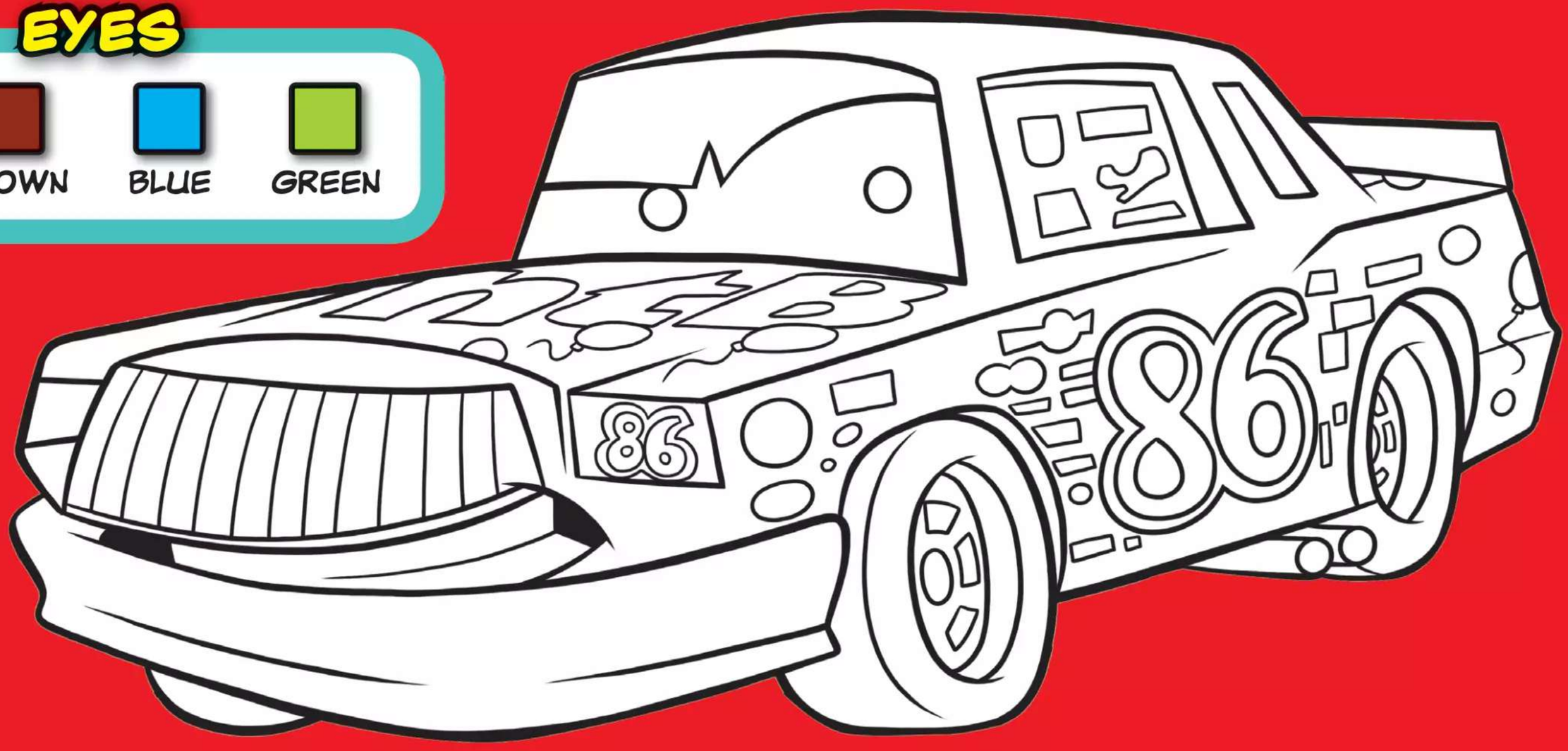
☐ YES ☐ NO

RIDDLE 2

GUESS WHICH ARE THE RIGHT COLORS OF CHICK HICKS AND THEN COLOR HIM

EYES

BROWN BLUE GREEN



COACHWORK

RED BLUE GREEN YELLOW

FELLY OF WHEELS

RED BLUE GREEN YELLOW

RIDDLE 3

FIND THE 4 DIFFERENCES BETWEEN THE PICTURE ON THE RIGHT AND THE ORIGINAL PICTURE (ON THE LEFT)

ORIGINAL

GAMES 3

CAR-MOUFLAGE

THE SPECTATORS FILL THE STADIUM AND WHEN LIGHTNING McQUEEN CROSSES THE FINISHING LINE EVERYBODY GLANCES AT HIM.

TRY TO SPOT THESE 4 FRIENDS INTO THE CROWD. THEN, CHECK THE SOLUTION ON PAGE 33

LIZZIE

MATER

SHERIFF

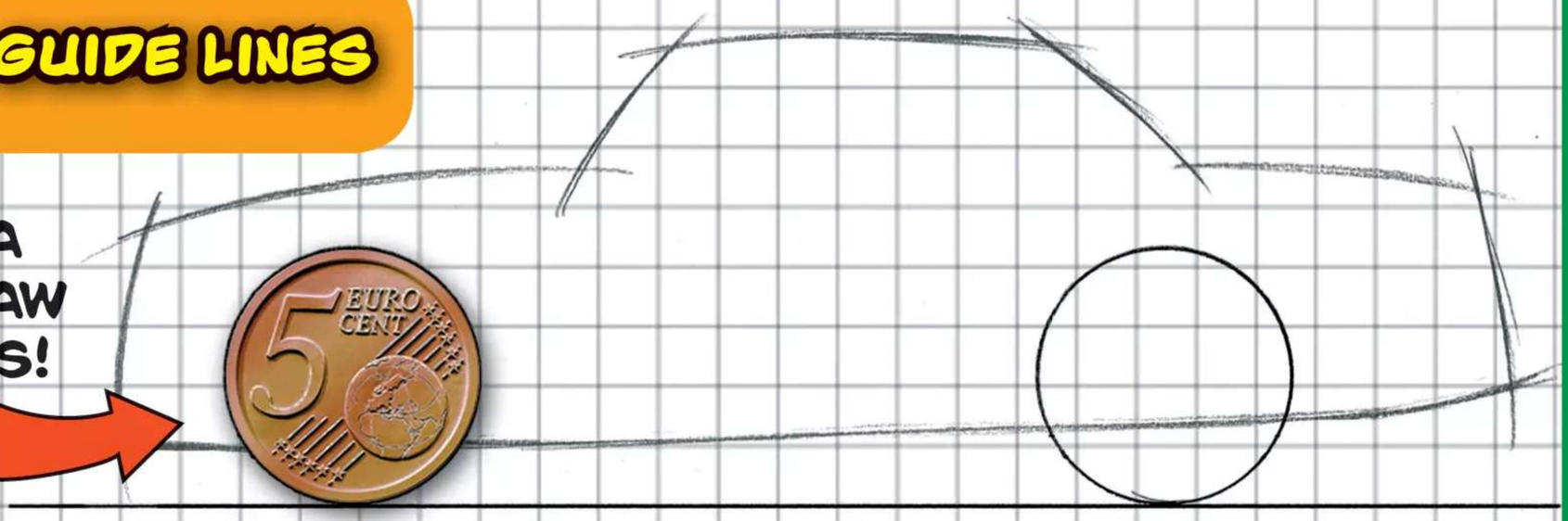
LUIGI

HOW TO DRAW CHICK HICKS

REPEAT THESE 4 STEPS AND LEARN TO DRAW CHICK, THE GRITTY RACE CAR!

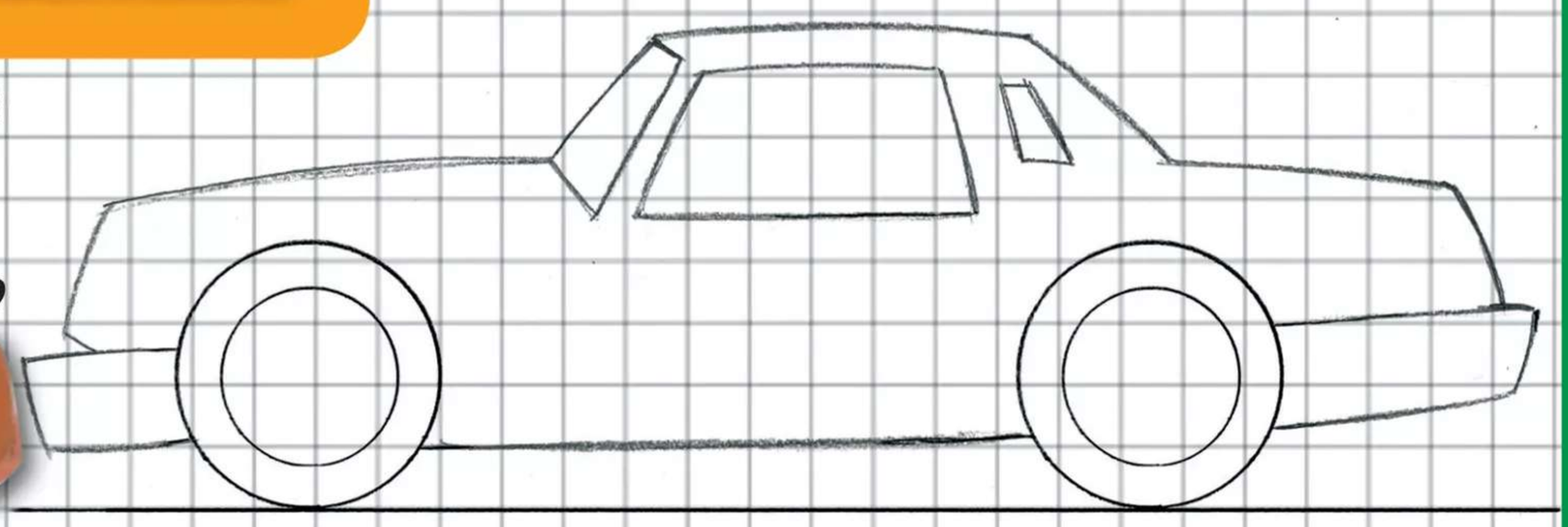
1ST DRAW THE GUIDE LINES

TIP: USE A COIN TO DRAW THE WHEELS!



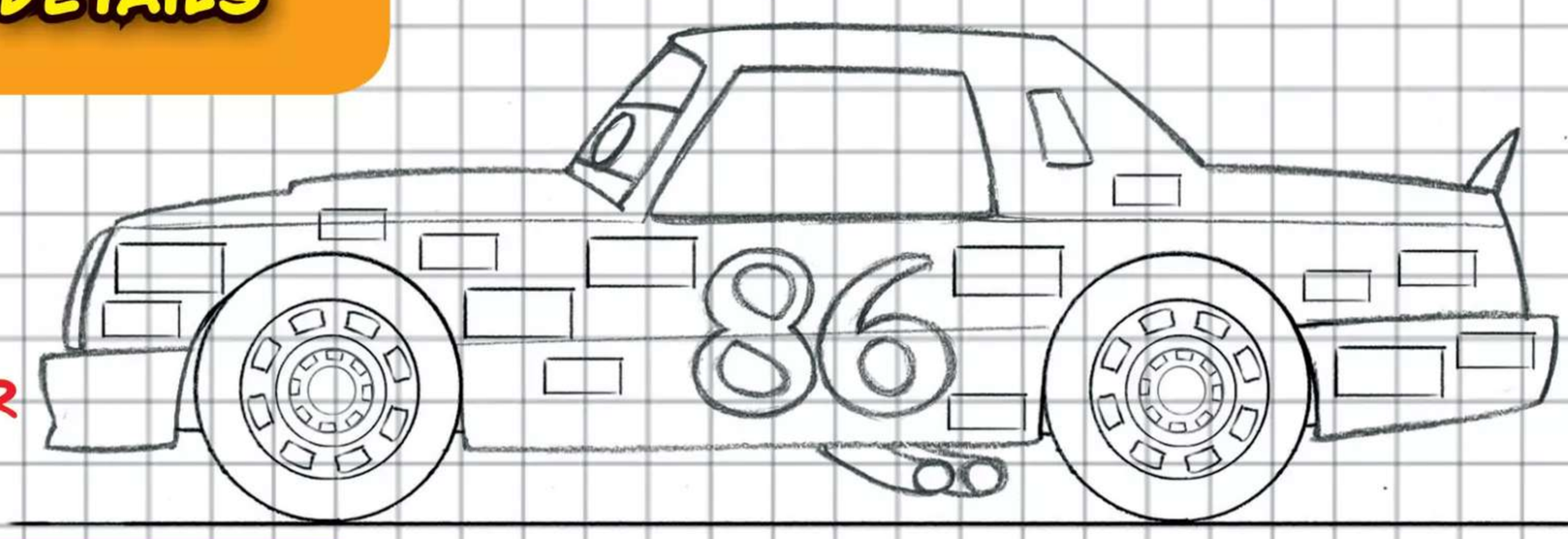
2ND DRAW THE OUTLINES

TIP: ERASE THE LINES THAT YOU DON'T NEED



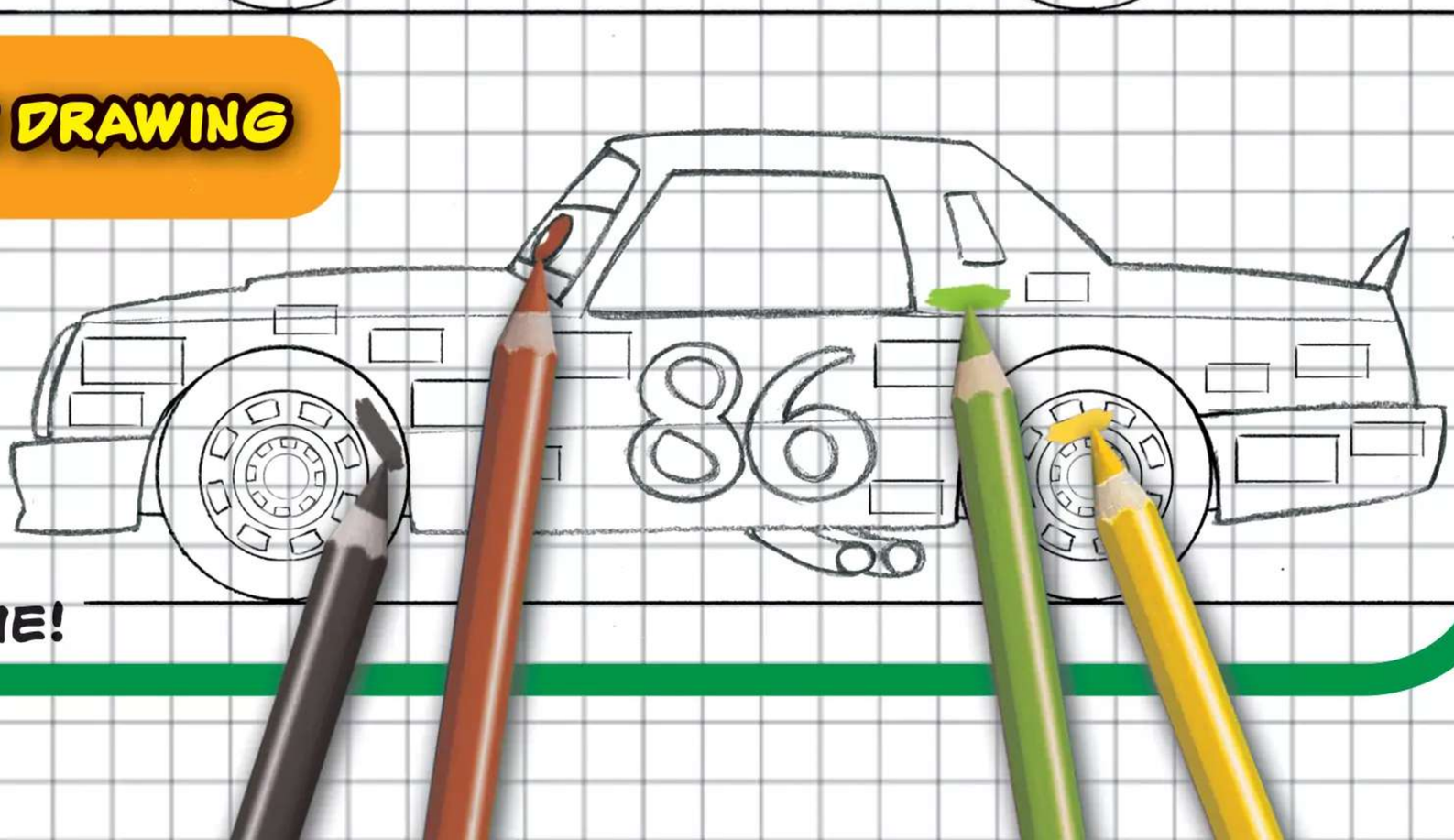
3RD ADD THE DETAILS

TRY: ADD AS MANY AS YOU CAN. USE THIS ISSUE'S POSTER TO HELP YOU!



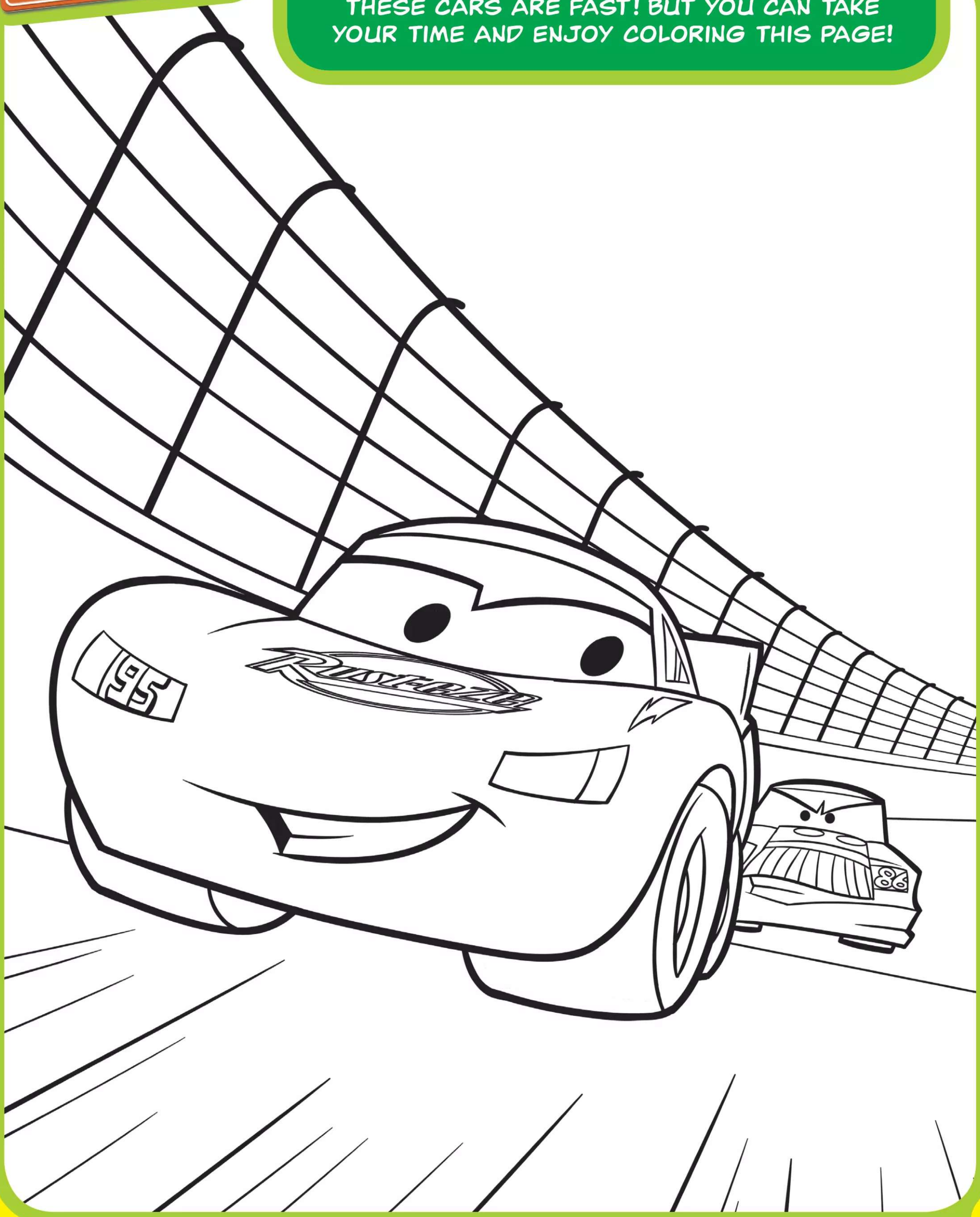
4TH COLOR YOUR DRAWING

YOU NEED BLACK, GREEN, YELLOW... ... AND LIGHT BROWN FOR THE EYES. AND NOW, YOU'RE DONE!



FIRST AND SECOND

THESE CARS ARE FAST! BUT YOU CAN TAKE YOUR TIME AND ENJOY COLORING THIS PAGE!



CARS MAGAZINE 07

POSTER

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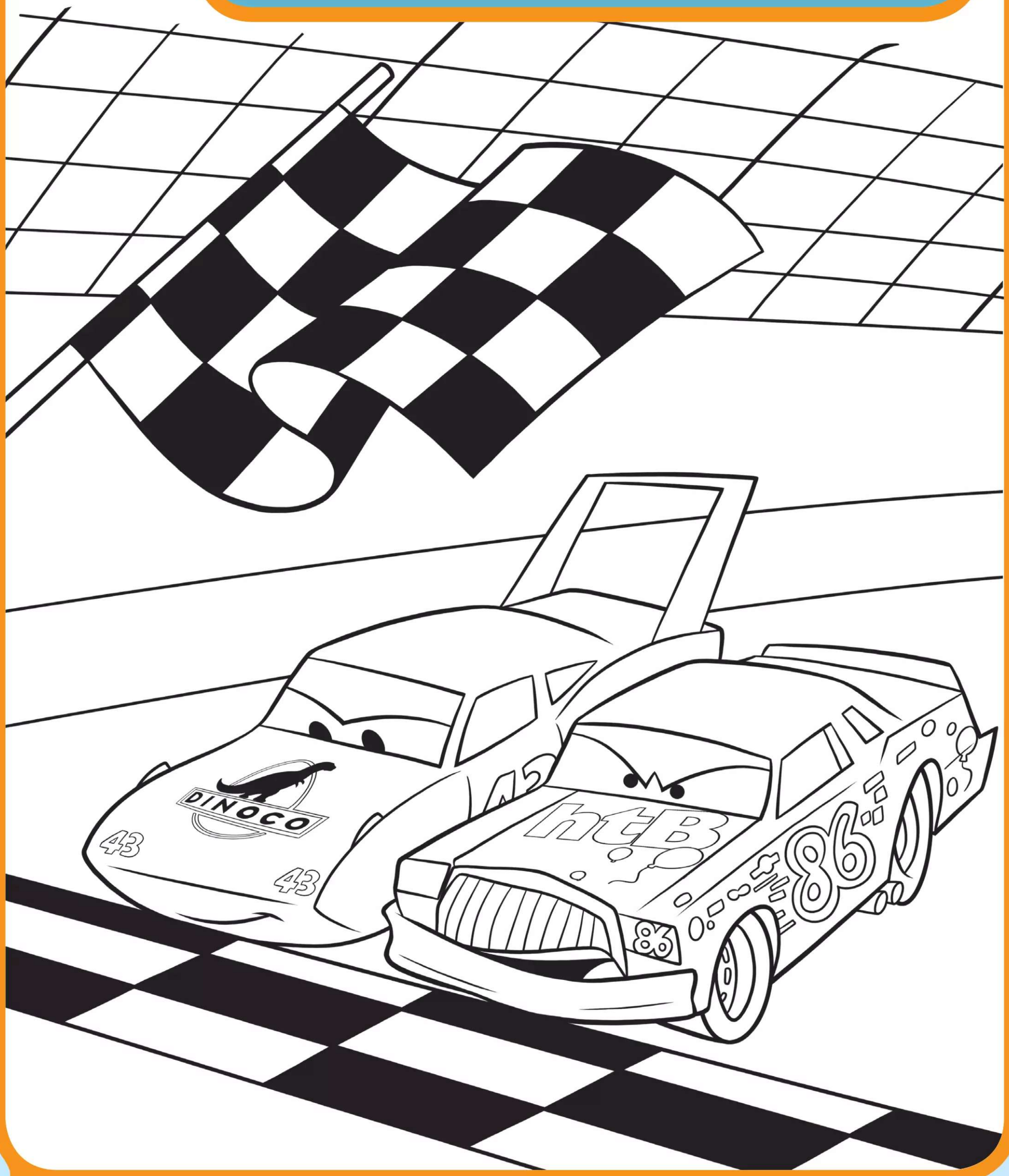
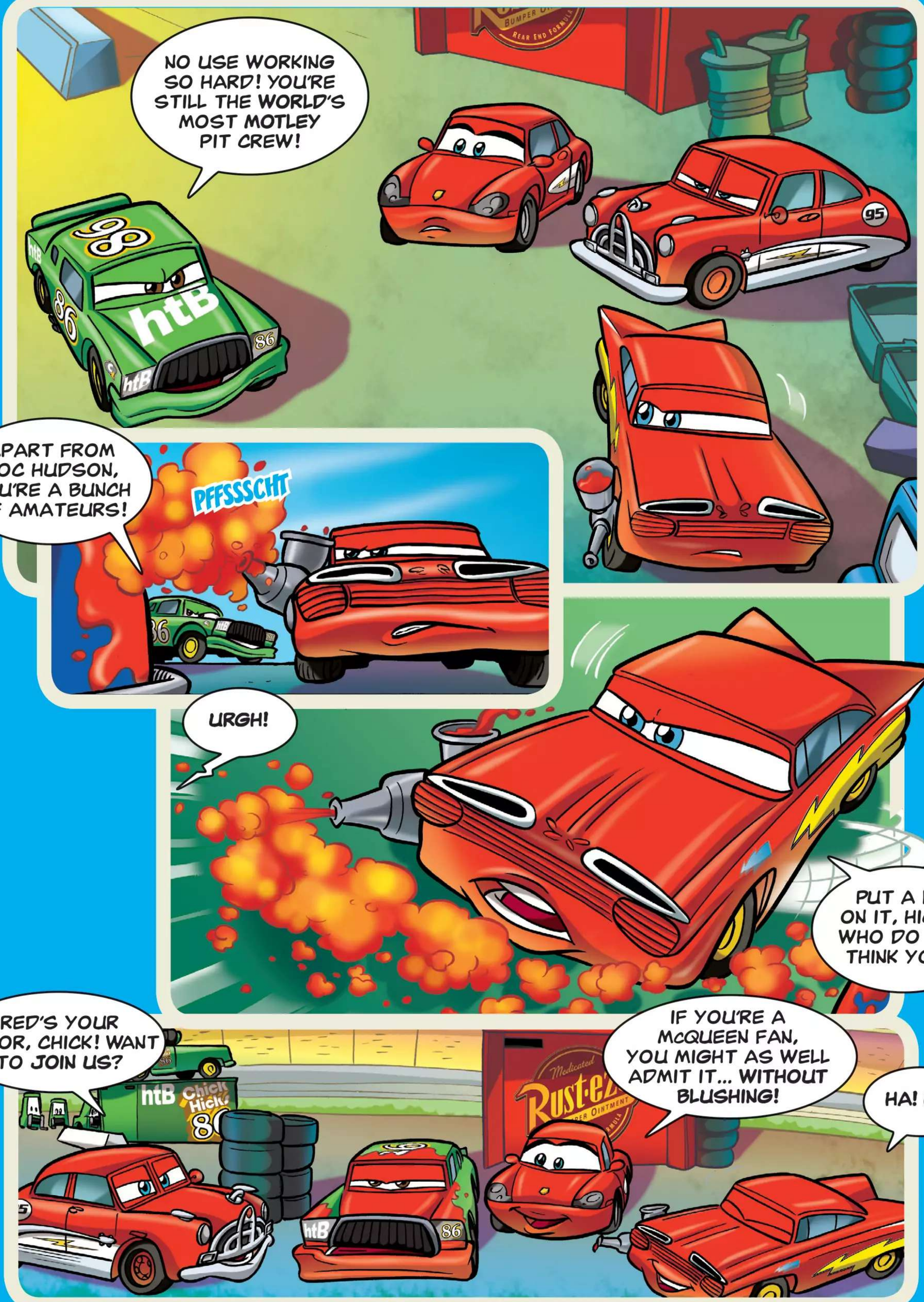
THE WORLD OF Cars

BLUE OR GREEN?

WHO WILL BE FASTER? THE DINOCO BLUE CAR OR THE AGGRESSIVE GREEN CAR NUMBER 86? LET'S COLOR BOTH!



THE BLUSHING FAN



Script: Alessandro Sisti; pencils: Valentino Forlini; ink: Michela Frare; color: Kawaii Creative Studio

THE END

GAMES 4

DIFFERENT TIMING

EACH OF THESE PHOTOGRAPHERS TOOK A PICTURE OF THE SAME RACE SITUATION, BUT THEY SHOT A FRACTION OF A SECOND ONE FROM THE OTHER. FOLLOWING THEIR INDICATIONS, CAN YOU PUT THE PICTURES IN THE RIGHT SEQUENCE AND SAY WHO SHOT EACH ONE?

SOLUTION ON **PAGE 33**

I TOOK THE **THIRD** PICTURE!

BERT

HOOMAN

I SHOT THE **LAST** PICTURE!

I SHOT THE **FIRST** PICTURE!

HOUSER BOON

DASH

I SHOT **AFTER HOUSER BOON**!

PICTURE A SHOT BY .....

PICTURE B SHOT BY .....

PICTURE C SHOT BY .....

PICTURE D SHOT BY .....

THE RIGHT SEQUENCE IS:

1ST PICTURE ... 2ND PICTURE ... 3RD PICTURE ... 4TH PICTURE ...

A RASH JUDGMENT

CONNECT THE DOTS TO FIND OUT WHAT'S THE DRAWING ON THE BANNER. THEN COMPLETE IT WITH BRIGHT COLOURS!

THE HIDDEN DRAWING IS THE LIGHTNING BOLT, LIGHTNING MCQUEEN'S SYMBOL.

Script: Gabriele Panini; layout: Fabio Pochet; cleanup: Valentino Forlini; ink: Michela Frare; colour: Kawaii Creative Studio

A LITTLE LATER...

SORRY, BUT IT'LL BE TWO DAYS BEFORE YOUR NEW STICKER GETS HERE!

OH, NO!

HEY, CHICK! WHAT'S THE MATTER?

GRUNT! OUTTA MY WAY, THIS AIN'T MY DAY!

HANG IN THERE! WE'LL FIND A WAY...

OH, NO! SOME OF THE FLOWERS ARE DROOPING! HELP RED DECIDE THE ORDER IN WHICH TO WATER THEM, BEGINNING WITH THE DRIEST.

...IN RADIATOR SPRINGS!

LOOKS PRETTY SHABBY! GOOD THING I FOLLOWED YOU - I NEEDED A FEW LAUGHS!

1

2

3

THE RIGHT ORDER TO WATER THE FLOWERS IS 2,1,3

PHOOEY! WATERING FLOWERS ISN'T A REAL JOB!

HEY!

WHAT ARE THOSE JALOPIES UP TO? NOTHIN' PRETTY! HA! HA!

CHICK, DON'T YOU THINK YOU'VE MADE A RASH JUDGMENT?

RAMONE KNOWS WHAT COLOR HE WANTS FOR HIS MASTERPIECE, BUT HE CAN'T FIND THE RIGHT CANS. HELP HIM: HE'S LOOKING FOR YELLOW, RED AND ORANGE.

THIS IS MY...UMM... FRIEND, CHICK! CAN YOU HELP HIM?

OF COURSE! IT WON'T TAKE...

"...LONG AT ALL!"

THERE YOU ARE, PAL! LIKE THE NEW STICKER?

WOW!

AW, BARELY GOOD ENOUGH!

SO LONG, JALOPIES!

HEE! HEE! THAT DOLT'S IN FOR A NICE SHOWER!

BUT...

OH, NO! NOT AGAIN!

SBRAG

CHICK'S TIRES HAVE BEEN DAMAGED! FIND THE REPLACEMENTS IN LUIGI'S CATALOGUE!

CASA DELLA TIRES

1 2 3

IT'LL BE A WHILE BEFORE YOU'RE BACK ON TRACK, CHICK!

REALLY! A LONG LIST OF REPAIRS...

...AND A LONG LIST OF APOLOGIES!

THE END

THE RIGHT TIRE FOR CHICK IS THE NUMBER 3.

THE TIEBREAKER RACE

UNBELIEVABLE! ON THE FINISH LINE THE KING, LIGHTNING McQUEEN AND CHICK ARE TOO CLOSE TO SAY WHO'S THE WINNER. THE THREE CARS HAVE TO RACE AGAIN!

RULES

AFTER YOU AND YOUR FRIENDS HAVE SELECTED ONE CAR EACH, ROLL THE DIE TO SEE WHO GOES FIRST.

BEFORE PLAY BEGINS, BE SURE TO **READ** THE **INSTRUCTIONS** CAREFULLY.

IN TURN, PLAYERS ROLL THE **DIE** AND ADVANCE THE **NUMBER OF SPACES** INDICATED.

4

IF YOU LAND ON SPACE 4, FILL UP AT THE **GAS STATION** AND **MOVE AHEAD** ONE SPACE.

5

TAKE A **PIT STOP** WITH GUIDO IF YOU LAND ON SPACE 5. IT'S IMPORTANT **TO MARK** THE CIRCLE BELOW WITH AN "X" WHILE HE CHANGES YOUR TIRES!

6

AN **ACCIDENT** AWAITS ANYONE WHO LANDS ON SPACE 6. **LOSE A TURN.**

10

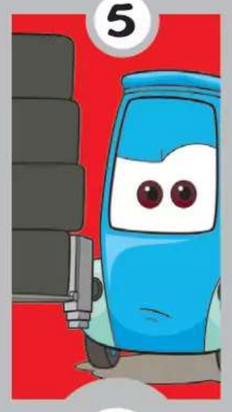
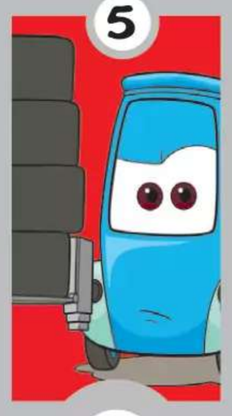
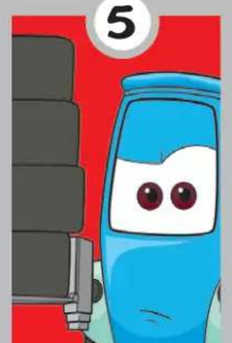
GUIDO'S READY FOR ANOTHER **TIRE CHANGE** ON SPACE 10. REMEMBER **TO MARK** THE CIRCLE BELOW WITH AN "X"!

11

YOU'LL DRIVE OVER A **NAIL** AND GET A FLAT TIRE IF YOU LAND ON SPACE 11. **GO BACK** TO SPACE 9, BUT DON'T DESPAIR!

14

FILL UP YOUR **TANK** AGAIN IF YOU LAND ON SPACE 14 AND **ADVANCE** TO SPACE 15, THE FIRST IN THE TEST AREA.

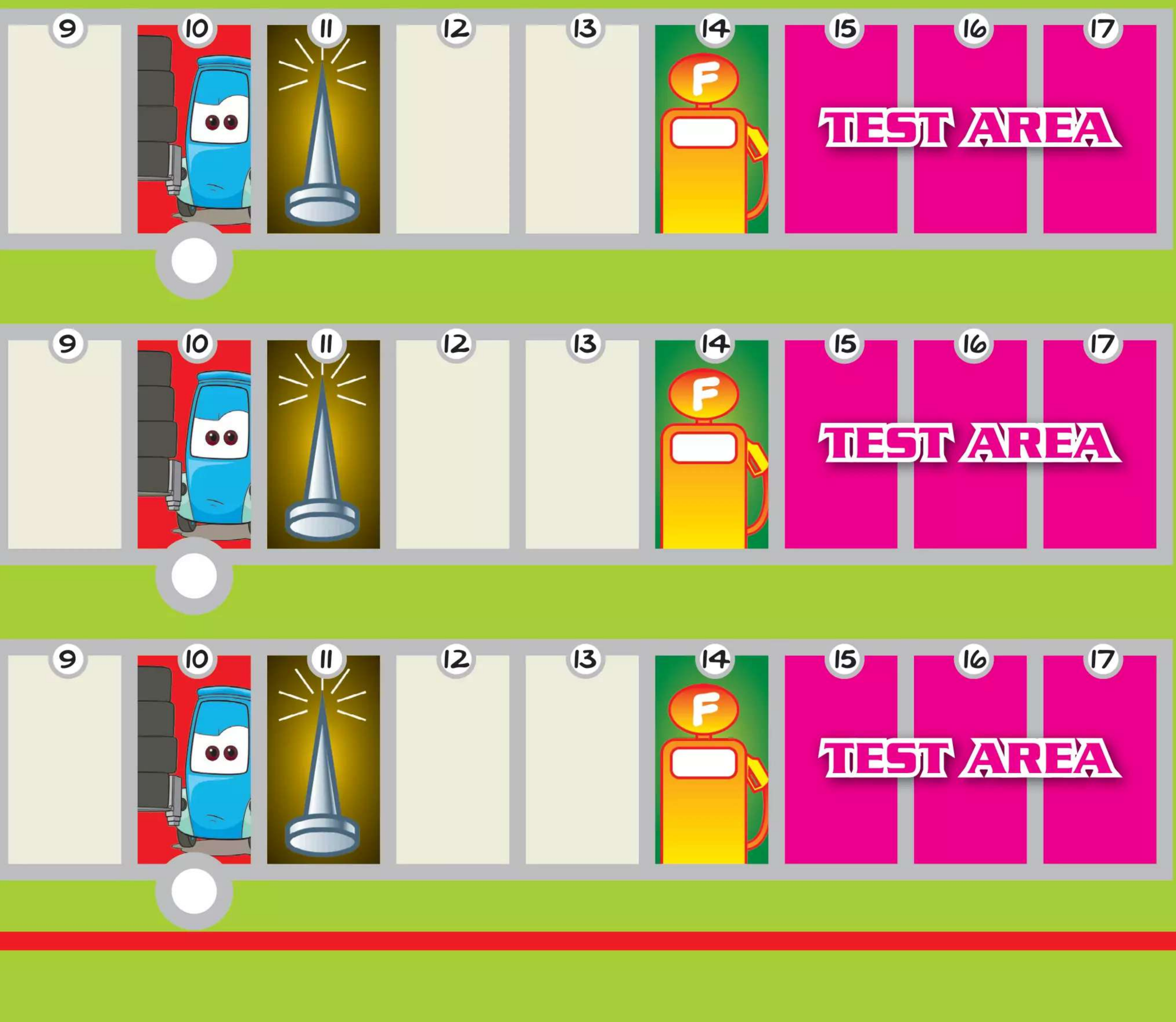
1	2	3	4	5	6	7	8
							
							
							

NEED A DIE?

YOU CAN FIND A DIE AND THREE SIGNES TO CUT OUT ON PAGE 32

TEST AREA

ONCE A PLAYER LANDS ON ANY SPACE IN THE **TEST AREA**, CHECK TO SEE HOW MANY **PIT STOPS** HE/SHE HAS MADE.
ONLY PLAYERS WHO HAVE MADE AT LEAST ONE PIT STOP MAY **PROCEED** ON THEIR NEXT TURN.
THOSE WHO HAVE NOT PAID A VISIT TO GUIDO **MUST CHECK** THEIR SCORES ON THE DIE: ANYONE WHO HAS ROLLED **3 OR LESS** HAS **WORN OUT** TIRES AND MUST **GO BACK** TO SPACE 10 TO GET THEM CHANGED. (REMEMBER TO MARK THE CIRCLE BELOW WITH AN "X"!)
PLAYERS WHO HAVE ROLLED **4 OR HIGHER** STILL HAVE RUBBER **TO BURN**, AND MAY USE THEIR NEXT TURN TO **HEAD STRAIGHT** FOR THE CHECKERED FLAG!



SPEEDWAY STADIUM WHO'S WHO

ALL THESE CARS WORK AT THE STADIUM. CAN YOU MATCH EACH CAR WITH THE RIGHT JOB DESCRIPTION?

SOLUTION ON **PAGE 33**

DEXTER HOOVER

NELSON BLIND-SPOT

CHARLIE CHECKER

RICHARD CLAYTON

BRIAN

ANTENNA BALL SELLER 0

2 CAMERA GUY VAN

FLAG TRUCK 3

4 RACE TOW TRUCK

SECURITY CAR 5

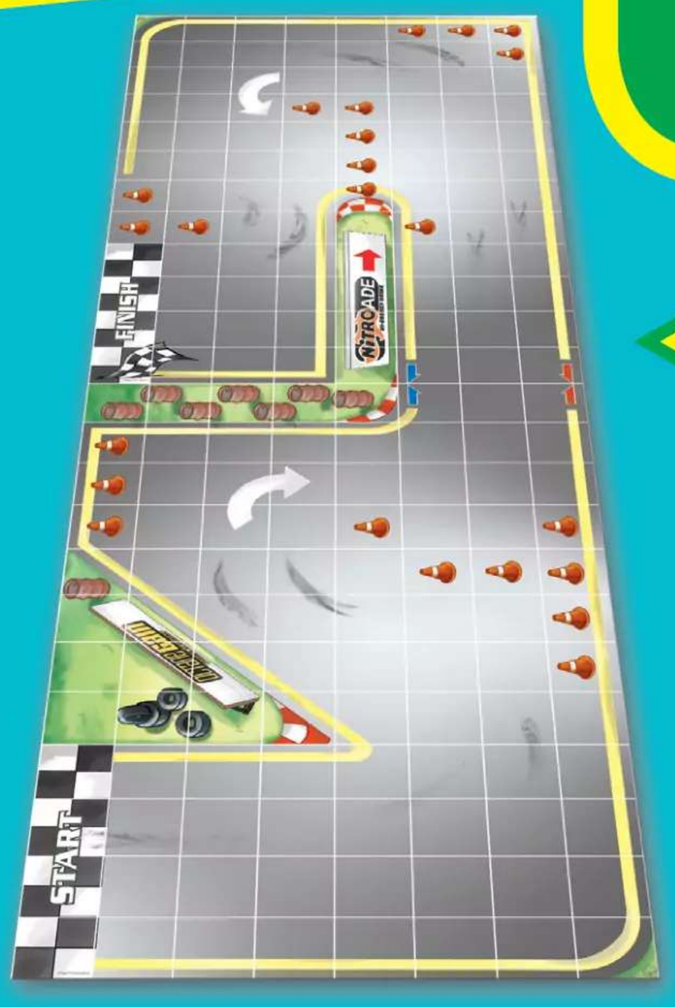
PACE CAR 6

TOW

CRAFTS 1

YOUR RACE CARD

IS YOUR RACETRACK READY? THEN LET THE CHAMPIONSHIP BEGIN! USE THESE CARDS TO KEEP TRACK OF YOUR SCORE IN EACH RACE!



IN THIS ISSUE:
ASPHALT TRACK

TIP

IF YOU NEED MORE CARDS, MAKE A COPY OF THEM BEFORE CUTTING THEM OUT!

1ST HOW TO PREPARE YOUR RACE CARD

GLUE THE CARDS ONTO CARDBOARD SHEET. THAT WILL MAKE THEM STURDIER! DON'T FORGET TO WRITE YOUR NAME DOWN ON YOUR CARD!

2ND HOW TO ADD UP YOUR SCORE

AT THE END OF EACH RACE, WRITE DOWN YOUR SCORE ON THE CARD. THE HIGHER YOUR RANK, THE MORE POINTS YOU'LL SCORE. FOR EXAMPLE, IF THERE ARE 3 RACERS, THE ONE WHO FINISHES FIRST GETS 3 POINTS, THE SECOND GETS 2 POINTS AND THE THIRD GETS JUST 1 POINT.

3RD FINAL RACE POLE POSITION

AT THE END OF THE 6TH RACE (THAT YOU'LL FIND IN ISSUE 12), ADD UP ALL YOUR POINTS. THIS TOTAL WILL GIVE YOU THE STARTING ORDER OF THE COMPETITORS IN THE FINAL RACE. GOOD LUCK!

YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
SAND TRACK		
ROCKY GROUND TRACK		
POINTS TOTAL		
FINAL RACETRACK		

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YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
SAND TRACK		
ROCKY GROUND TRACK		
POINTS TOTAL		
FINAL RACETRACK		

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YOUR NAME .....

RACE CARD

CHAMPIONSHIP RESULTS

	RANK	POINTS
ASPHALT TRACK		
WET ASPHALT TRACK		
SNOW TRACK		
DIRT ROAD TRACK		
SAND TRACK		
ROCKY GROUND TRACK		
POINTS TOTAL		
FINAL RACETRACK		

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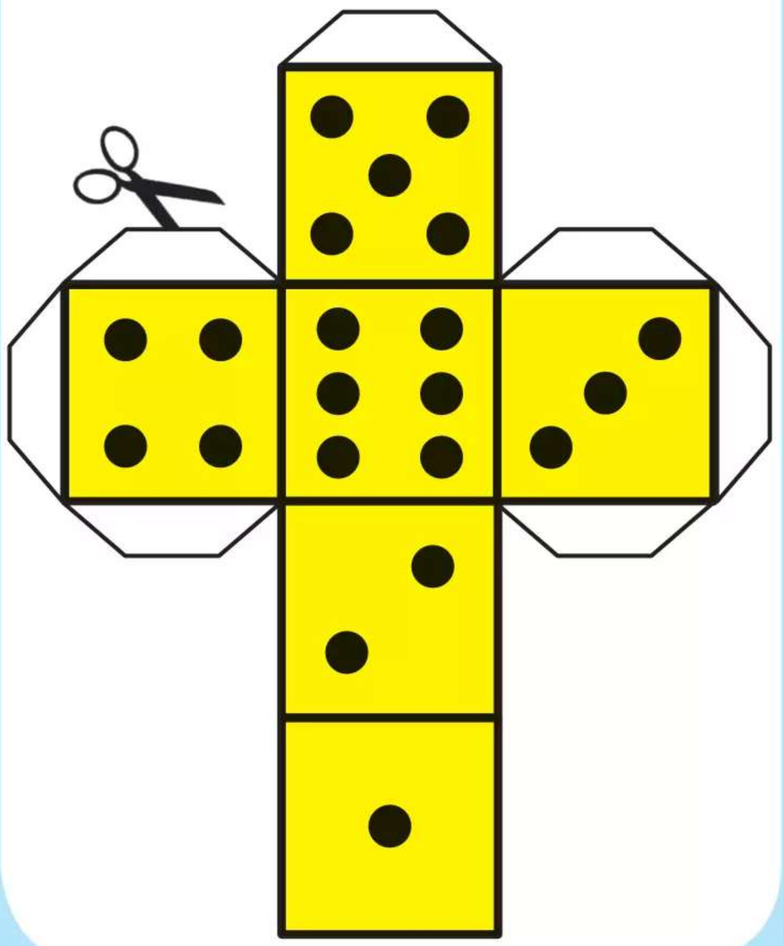
GAMES SIGNS

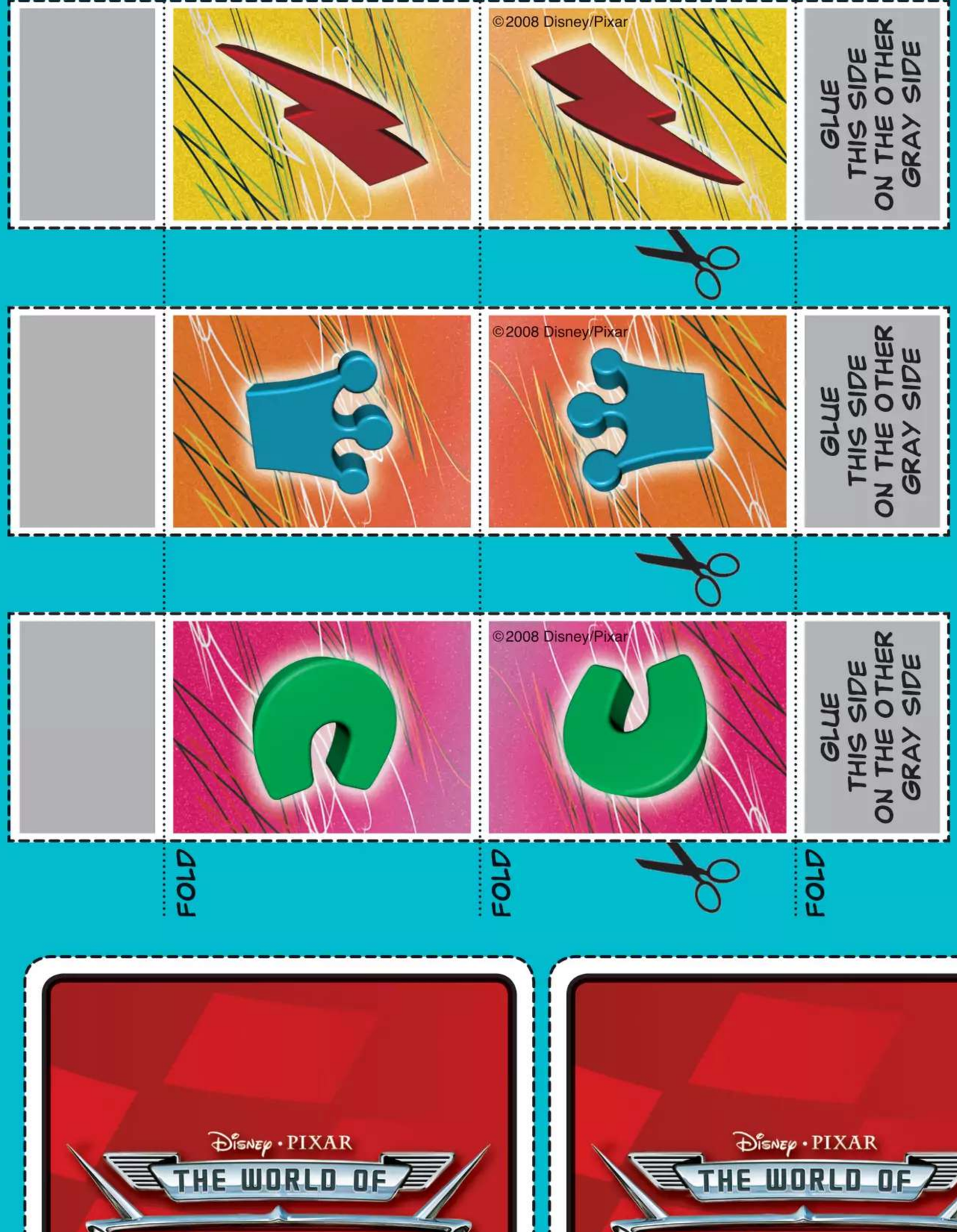
CUT OUT AND BUILD THESE SIGNES TO PLAY THE GAME ON PAGE 28-29

TIP: BEFORE YOU CUT, HAVE A LOOK AT PAGE 31!

NEED A DIE?

HERE'S ONE TO CUT OUT AND PLAY WITH!





LOOK!

GAMES SOLUTIONS

PAGE 06: GAME 1

THE RIGHT ANSWER IS:

THE KING

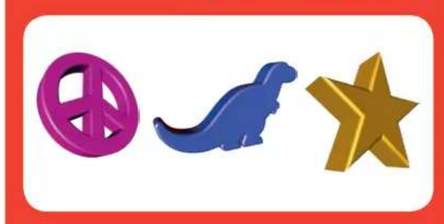
PAGE 07: GAME 2

THE RIGHT ANSWER IS:

1ST- KEVIN SHIFTRIGHT -19
2ND- DARREN LEADFOOT -18
3RD- CLAUDE SCRUGGS -17

PAGE 07: GAME 3

THE RIGHT ANSWERS ARE:



NOT AVAILABLE

AVAILABLE

PAGE 12: RIDDLE 1

THE RIGHT ANSWERS ARE:

A = NO
B = YES
C = YES
D = NO
E = NO
F = YES

PAGE 13: RIDDLE 2

THE RIGHT ANSWERS ARE:

EYES: BROWN
COACHWORK: GREEN
FELLY OF WHEELS: YELLOW

PAGE 13: RIDDLE 3

PAGES 14-15: CAR-MOUFLAGE

PAGE 30: TEST

THE RIGHT ANSWERS ARE:

DEXTER HOOVER 3, NELSON BLINDSPOT 2, CHARLIE CHECKER 6, BRIAN 1, RICHARD CLAYTON 5, TOW 4

PAGES 22-23: DIFFERENT TIMING

THE RIGHT ANSWERS ARE:

1 - PICTURE C SHOT BY HOUSER BOON
2 - PICTURE B SHOT BY DASH
3 - PICTURE D SHOT BY BERT
4 - PICTURE A SHOT BY HOOMAN

IN THE NEXT ISSUE

AN ORGANIC FUN WITH FILLMORE!

CARS MAGAZINE 07

CARDS

INSTRUCTIONS:

- CUT OUT THE CARDS, SHUFFLE AND PLACE THE DECK ON THE TABLE, FACE DOWN.
- PLAYERS SIT AROUND THE TABLE AND DRAW LOTS TO SEE WHO GOES FIRST.
- PLAYER 1 CHALLENGES PLAYER 2 (THE FIRST PLAYER TO THE LEFT) BY TURNING OVER THE TOP CARD. PLAYER 2 RESPONDS BY TURNING OVER THE NEXT CARD. IF PLAYER 1'S CARD BEATS PLAYER 2'S (SEE CHART BELOW), THEN PLAYER 1 **EARNS 1 POINT (=1 LAP)** AND PROCEEDS TO CHALLENGE PLAYER 3 IN THE SAME MANNER.
- IF PLAYER 1'S CARD DOES NOT BEAT PLAYER 2'S, THEN PLAYER 2 CHALLENGES PLAYER 3. CONTINUE AROUND THE TABLE.
- **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS.**
- **IF TWO PLAYERS PICK CARDS OF THE SAME TYPE** (FOR EXAMPLE, 2 STREET CARS), **THE CARD WITH THE HIGHEST VALUE WINS THE CHALLENGE.**

CARD GAME 1

CHALLENGE CHART

RACE CAR	BEATS	STREET CAR
STREET CAR	BEATS	FRIEND CAR
FRIEND CAR	BEATS	RACE CAR

CARD GAME 2

INSTRUCTIONS:

- EACH PLAYER CHOOSES A **RACE CAR** TO COMPETE WITH.
- SHUFFLE THE OTHER CARDS AND PLACE THE DECK ON THE TABLE, FACE DOWN. THE MORE CARDS YOU HAVE, THE MORE EXCITING THE GAME WILL BE.
- THE FIRST PLAYER TURNS OVER THE TOP CARD AND SHOWS IT TO THE OTHERS. THEN THAT PLAYER FOLLOWS THE INSTRUCTIONS ON THE CHART BELOW.
- COUNT EACH PLAYER'S LAPS AS THEY ARE COMPLETED. **THE FIRST PLAYER TO COMPLETE 10 LAPS, WINS!**

IF YOU HAVE	YOU GET	YOU EARN
A **STREET CAR** THE SAME COLOR AS YOUR RACE CAR.	YOU GET GOOD ADVICE ON THE RACE	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **STREET CAR** THAT'S A DIFFERENT COLOR FROM YOUR RACE CAR.	YOU GET NO ADVICE ON THE RACE	**YOU EARN NOTHING.**
A **FRIEND CAR** THE SAME COLOR AS YOUR RACE CAR.	YOUR FANS CHEER YOU ON!	**YOU EARN 2 LAPS.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN NOTHING.
A **FRIEND CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	THE CROWD CHEERS FOR YOUR OPPONENT!	**YOUR OPPONENT EARNS 1 LAP.**
A **FRIEND CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	A DULL RACE, THE CROWD IS BORED!	**YOU EARN NOTHING.**
A **RACE CAR** THE SAME COLOR AS YOUR RACE CAR.	CARS ON THE SAME TEAM (SAME COLOR) HELP EACH OTHER	**YOU EARN 1 LAP.** OTHER PLAYERS WITH THE SAME COLOR RACE CARS EARN 1 LAP.
A **RACE CAR** THE SAME COLOR AS AN OPPONENT'S RACE CAR.	YOUR OPPONENT PASSES YOU!	**YOU LOSE 1 LAP.**
A **RACE CAR** THAT'S A DIFFERENT COLOR FROM ALL THE RACE CARS IN COMPETITION.	YOU TRY TO PASS! ..... IF YOUR RACE CAR HAS A HIGHER SCORE THAN THE CARD YOU PICK, YOUR PASS IS SUCCESSFUL.	**YOU EARN 1 LAP.**
	IF YOUR RACE CAR HAS A LOWER SCORE THAN THE CARD YOU PICK, YOUR PASS IS UNSUCCESSFUL BECAUSE THE OTHER CAR IS FASTER.	**YOU EARN NOTHING.**

COLLECTOR CARDS ENJOY, COLLECT AND PLAY WITH THEM!

RACE

CARD 55
CHICK HICKS DINOCO

5

1. TOP SPEED: ..... 195 MPH
2. ENGINE: ..... 700 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★★★★☆
5. SPORTSMANSHIP: ☆☆☆☆☆
6. SPECIALTY: ..... CHICK'S DREAM

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RACE

CARD 56
CRUSTY ROTOR

4

1. TOP SPEED: ..... 188 MPH
2. ENGINE: ..... 645 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★☆☆☆
5. SPORTSMANSHIP: ★★★☆☆
6. SPECIALTY: ..... WEARS A VINYL TOUPEE

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RACE

CARD 57
LIGHTNING STORM McQUEEN

3

1. TOP SPEED: ..... 200 MPH
2. ENGINE: ..... 750 HP
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★★☆☆
5. SPORTSMANSHIP: ★★★★★
6. SPECIALTY: ..... CHICK'S NIGHTMARE

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FRIEND

CARD 58
CHICK'S CREW CHIEF

3

1. TOP SPEED: ..... 135 MPH
2. ENGINE: ..... 290 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★★★☆☆
5. GENEROSITY: ★★☆☆☆
6. SPECIALTY: ..... WITH CHICK FOR OVER A DECADE

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FRIEND

CARD 59
GUIDO "FERRARI"

2

1. TOP SPEED: ..... 30 MPH
2. ENGINE: ..... ELECTRIC
3. EXPERIENCE: ★★★☆☆
4. DRIVING SKILL: ★★☆☆☆
5. GENEROSITY: ★★★☆☆
6. SPECIALTY: ..... A SUPER-FAN

Ferrari ™

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FRIEND

CARD 60
BRUISER BUKOWSKI

1

1. TOP SPEED: ..... 43 MPH
2. ENGINE: ..... 300 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★☆☆☆☆
5. GENEROSITY: ★★☆☆☆
6. SPECIALTY: ..... WENT TO SCHOOL WITH CHICK

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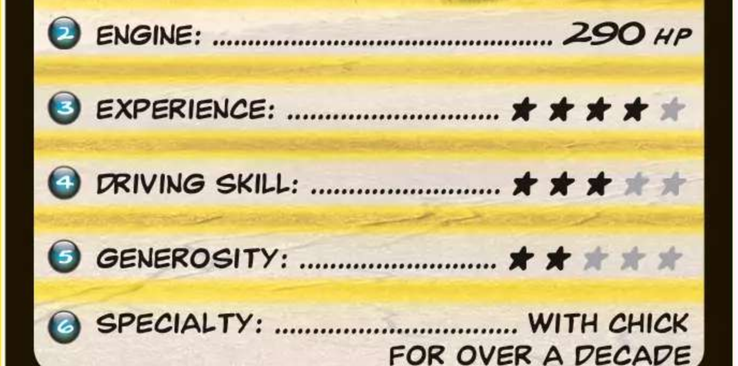
STREET

CARD 61
MIA & TIA CHICK FASE

4



1. TOP SPEED: ..... 116 MPH
2. ENGINE: ..... 105 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ☆☆☆☆☆
5. FRIENDLINESS: ★★★★★
6. SPECIALTY: ..... BIG RACING FANS

Mazda Miata®

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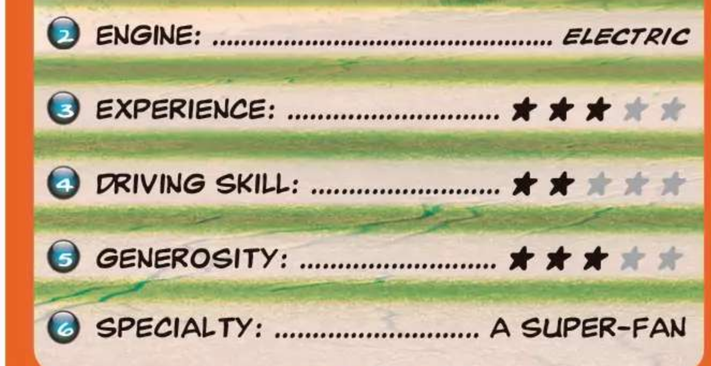
STREET

CARD 62
SKIP RICTER

3



1. TOP SPEED: ..... 160 MPH
2. ENGINE: ..... 185 HP
3. EXPERIENCE: ★★★★☆
4. DRIVING SKILL: ★★☆☆☆
5. FRIENDLINESS: ★★☆☆☆
6. SPECIALTY: ..... FAMOUS TV ANNOUNCER AND JOURNALIST

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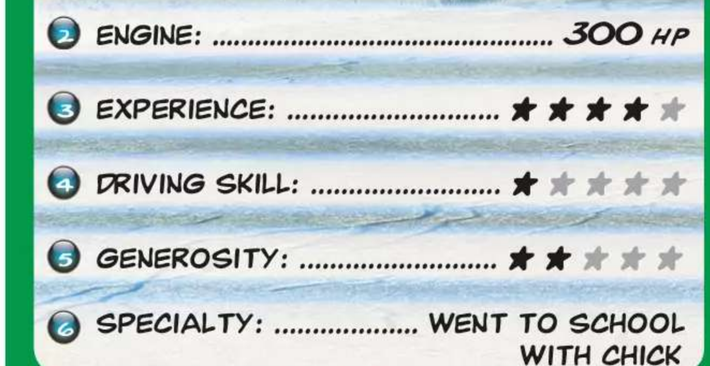
STREET

CARD 63
BRIAN PARK MOTORS

2



1. TOP SPEED: ..... 122 MPH
2. ENGINE: ..... 147 HP
3. EXPERIENCE: ★★☆☆☆
4. DRIVING SKILL: ★★☆☆☆
5. FRIENDLINESS: ★★★☆☆
6. SPECIALTY: ..... SOUVENIRS FROM EVERY TRACK

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THE WORLD OF
Cars

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CARS MAGAZINE 07

STICKERS

RACE CARS AND PISTON CUP CREW

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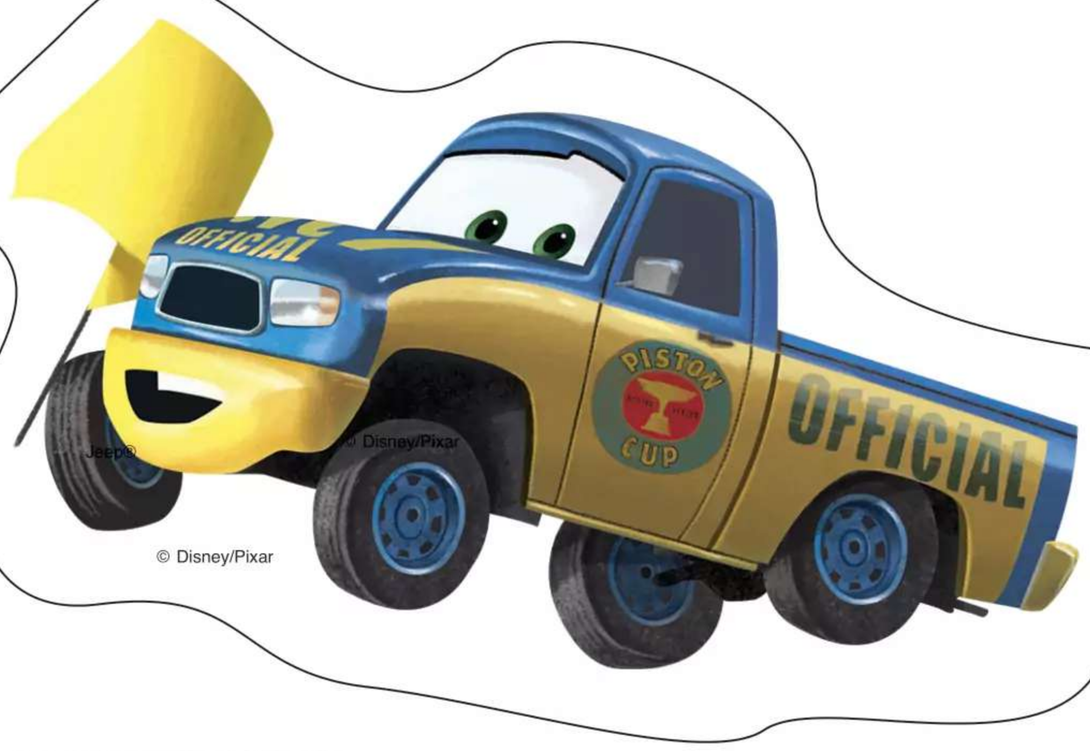

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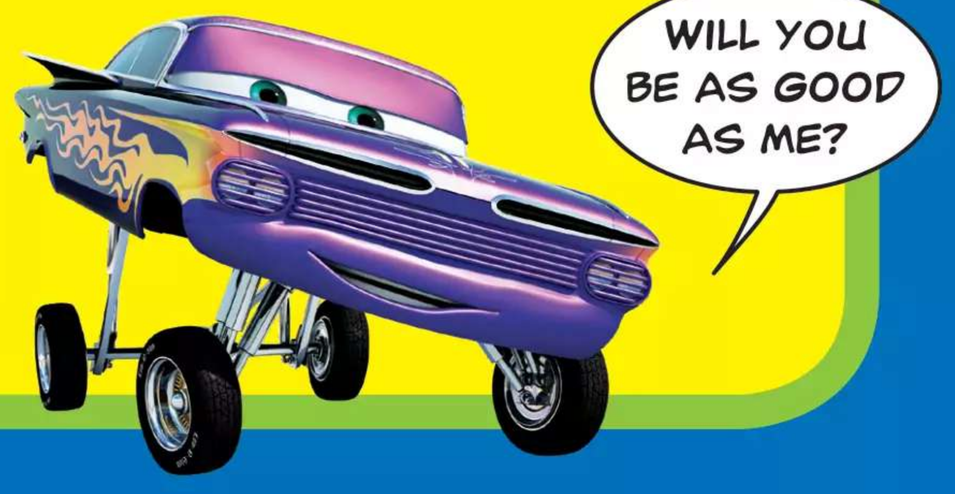
CARS BODY ART KIT

WHY DON'T YOU MAKE YOUR TOY CARS LOOK LIKE THE MOVIE CHARACTERS? THE TUNING IS EASY USING THE STICKERS ON THIS PAGE!



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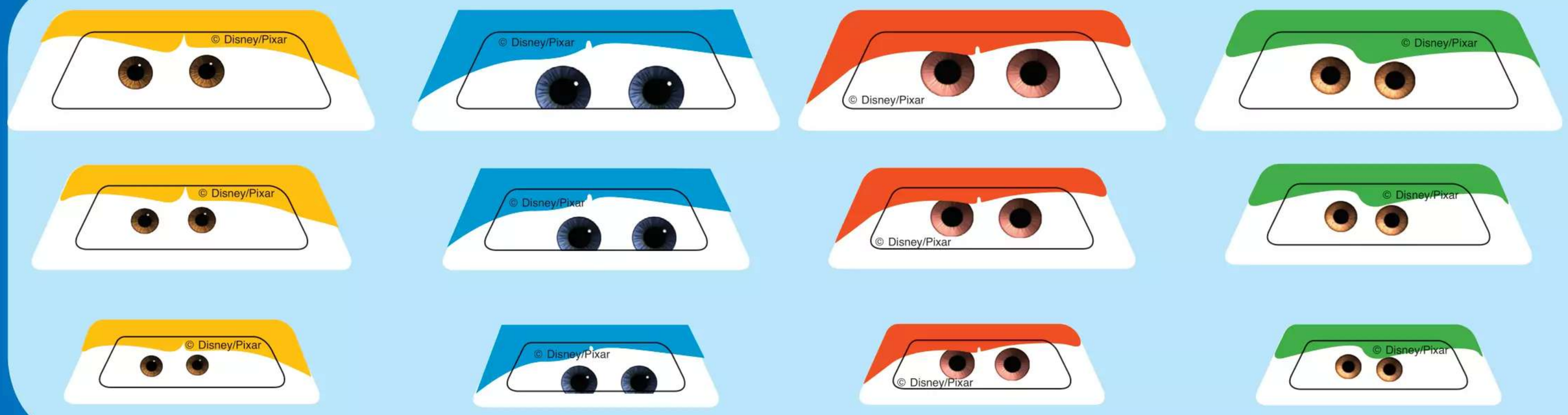

MOUTHS

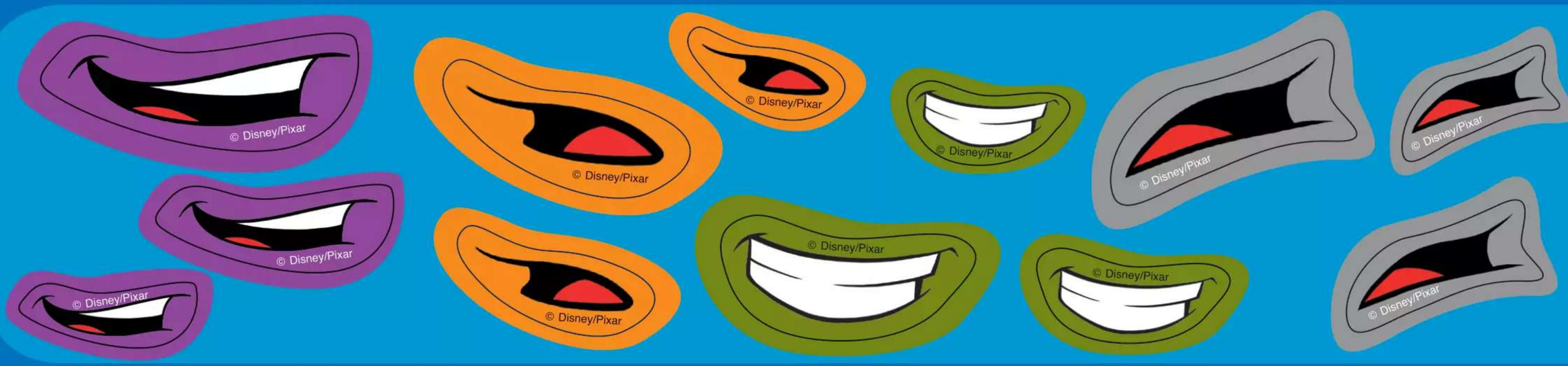

PLATE NUMBERS

RACE NUMBERS